

## Easy Way To Learn To Play Parker Brothers Battle Game

This game is easily learned, because there are but 3 kinds of moves, all readily understood (the Knight's Charge is simply the combination of 2 of them).

Your object is to get two of your pieces in your opponent's starred squares (representing his castle). To do this a battle is fought to subdue your opponent and clear the way.

The 3 moves are —

1. A "Plain Move" just to the next vacant square, in any direction.

2. The "Jump," which is like the jump in Checkers, only you may jump in any direction (understand, **any** direction — backwards, forwards, sideways or diagonally — not merely forward as in Checkers).

3. The "Canter," which is just like the jump, except it is over a piece of your own color just to get somewhere quickly, and you do not remove the piece "cantered" over (because it is one of your own pieces).

**THE KNIGHT'S CHARGE** is made only (of course) by a Knight. It begins with a "canter" to get next to an exposed enemy piece so that play may be continued by jumping and removing this enemy piece as a part of the same move (a man may jump **OR** canter, but **may not** jump **AND** canter in one move — that's why the Knight is more powerful).

This gives you an idea of the moves.

Now, if you will set up the Men and Knights and play out "**THE SKYROCKET**" shown in the booklet, you will easily learn the game.

Detailed rules will be found in the booklet also.